ZATCHBELL!™

MAMODO FURY™

TEEN
T
CONTENT RATED BY ESRB

BANDAI NAMCO™ Games

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

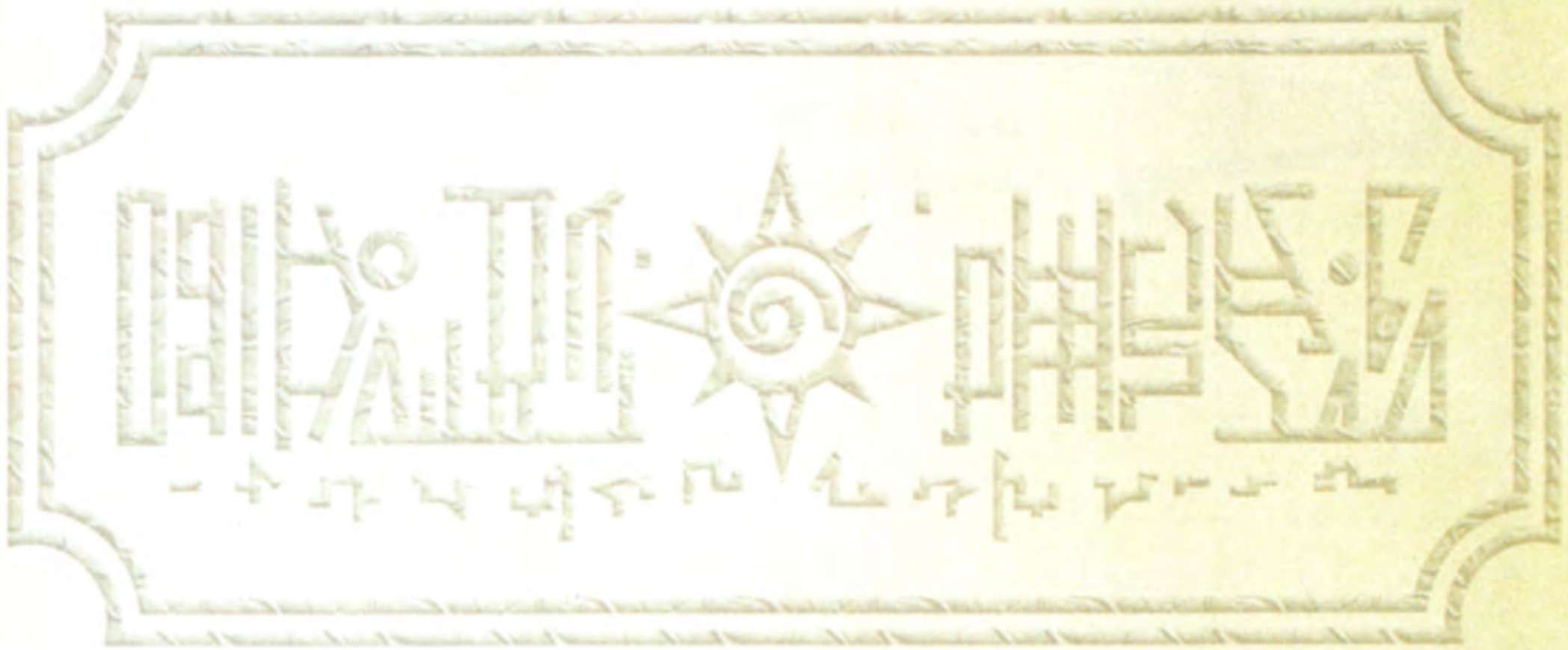
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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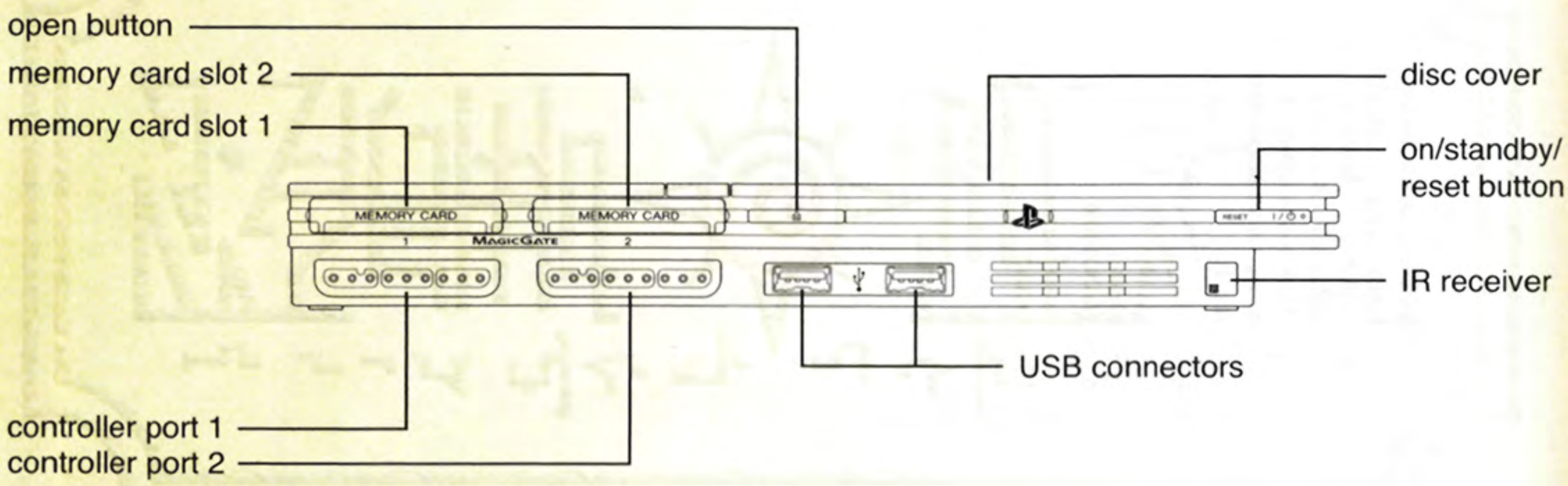
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Zatch Bell!™: Mamodo Fury™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Mode Selection

When you press the START button on the Title screen, the game modes will be displayed on the screen. Select the mode you want to play with the left analog stick or directional buttons, and confirm by pressing the (×) button. The following game modes are available:

- **Story Mode** (Page 12)
  This mode replays visual scenes and battles and proceeds through the game. In this mode the following 4 additional modes are available:

  - Main Story: Play as Kiyo and Zatch in the main story of this title.
  - Zatch's Diary: In this mode, experience Zatch's daily life. Play as Zatch in this mini game.
  - Stage Select: In this mode, you can freely select the stages that have been cleared in the Main Story.
  - Continue: Resume from a previously saved point in the Main Story.

- **Vs. Mode** (Page 13)
  In this mode, 1-2 players select a character and battle.

- **Arcade Mode** (Page 14)
  In this mode, you select the character you want to play and battle with the enemy. There are 8 different enemies that vary according to your character. If you defeat them, you can view the ending for the character you have selected.

- **4 Player Battle** (Page 15)
  This mode allows you to play with 1-4 players.

- **Mini Games** (Page 15)
  It is possible to play 7 types of mini games in this mode.

- **Gallery**(Page 16)
  Here you can enjoy visuals and sounds for the characters, stages, and more.

- **Option/Password** (Page 17)
  Here you can change each of the settings in the game. You can also enter passwords as well.

BASIC CONTROLLER OPERATION

WHEN PLAYING AS KIYO (HUMAN)

directional buttons — **Normal movement**

△ — **Initiates 2nd Level Spell (Defensive Type)**
(However, when playing in the Main Story, this cannot be used until you are able to use Rashield)

○ — **Direct attack**

× — **Jump**
(If you jump while the spell gauge is charging, you can cancel the spell)/skips opening visual scene

□ — **Initiate spells**
(Press and hold then release to initiate spells. Spells change based on the length of time the button is pressed. If your release timing is too slow then spells will not be initiated)

START button — **Pause Menu display/Skips opening visual scene**

SELECT button — **Not used**

L1 — **Displays Target Marker while pressed**
(Use left analog stick or directional buttons to change target while Target Marker is being displayed).

R1 — **Dash**
(Dash instantly. Player is invincible while in mid-dash)

L2 — **Turns AUTO function ON and OFF during Camera View 2 and 3 only**
(AUTO function: This is the function that automatically locks on to the enemy and shows the book that the player drops on screen)

R2 — **Change operable character**

left analog stick — **Normal movement**

right analog stick — **Rotate camera**

R3 button — **Change Camera View**
(1 is automatic view, 2 is fixed low-angle, and 3 is fixed high-angle)

L3 button — **Not used**

**THE CONTROLLER CONNECTION FOR SINGLE PLAY IS COMPATIBLE WITH CONTROLLER PORT 1 ONLY.*
**REGARDLESS OF WHETHER THE MODE INDICATOR IS LIT OR NOT, THE VIBRATION FUNCTION ON THE DUALSHOCK®2 ANALOG CONTROLLER IS TURNED ON/OFF IN "OPTIONS."*
**THE MODE INDICATOR IS ALWAYS LIT (ANALOG MODE).*

BASIC CONTROLLER OPERATION

WHEN PLAYING AS ZATCH (MAMODO)

directional buttons — **Normal movement**
(For Zatch only, if you press and hold the directional buttons, this will initiate a 3 second Zatch run)

△ — **Initiates 2nd Level Spell (Defensive Type)**
(However, when playing in the Main Story, this cannot be used until you are able to use Rashield)

○ — **Direct attack**

✕ — **Jump**
(If you jump while the spell gauge is charging, you can cancel the spell)/skips opening visual scene

□ — **Initiate spells**
(Press and hold then release to initiate spells. Spells change based on the length of time the button is pressed. If your release timing is too slow then spells will not be initiated)

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left analog stick — **Normal movement**

right analog stick — **Rotate camera**

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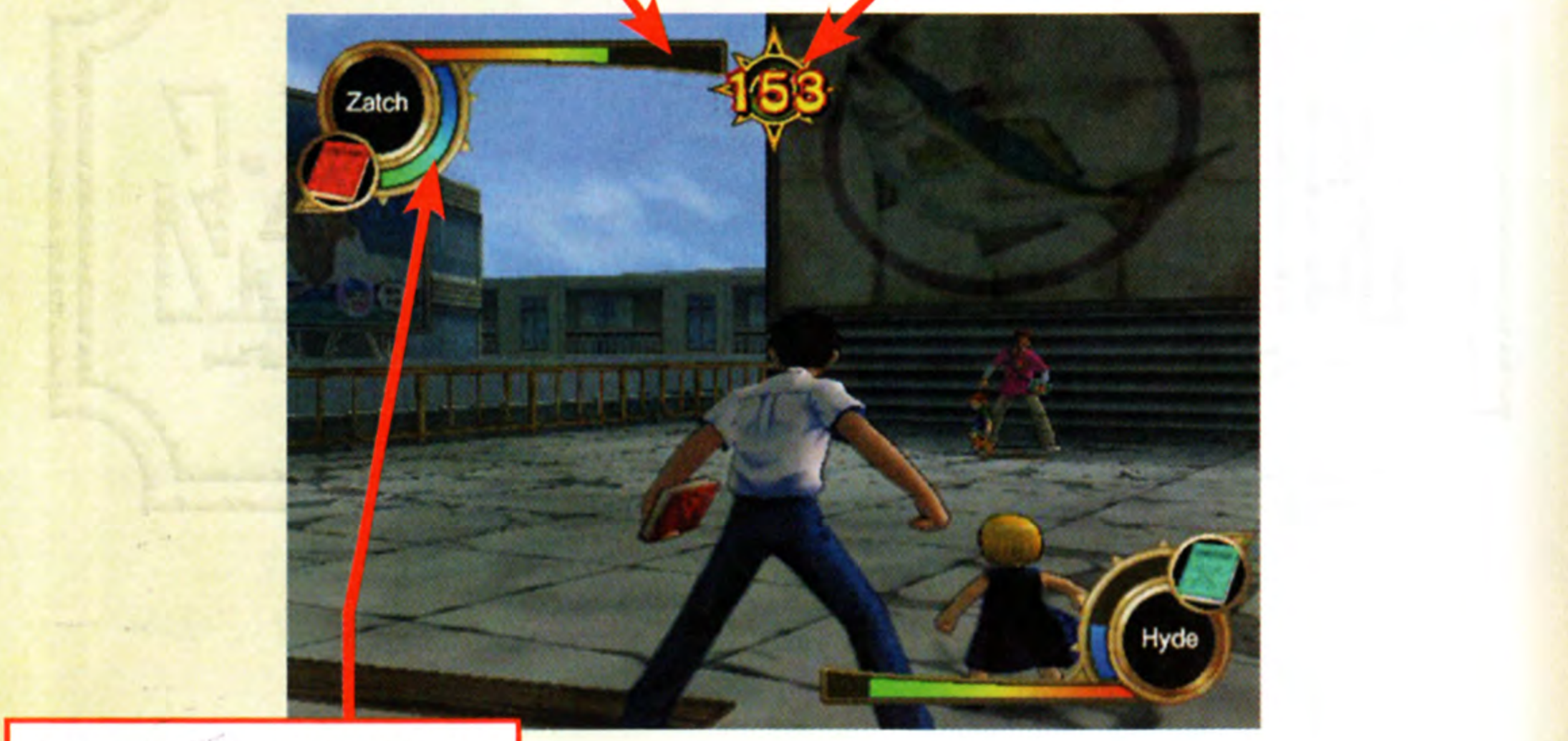
L3 button — **Not used**

SCREEN EXPLANATION



Health Gauge

This displays the physical health of the mamodo and the partner. It will decrease when the mamodo or the partner sustains damage, and when the gauge reaches zero the battle is over. On the other hand, the player wins if an opponent's physical health reaches zero.

Time Remaining

This is the time remaining for the battle. When it reaches zero the battle is over.

Spirit Energy Gauge

This is the gauge that displays "spirit energy," which is necessary for initiating spells. This decreases every time spells are used, and if there is not enough "spirit energy" necessary for spells then it will not be possible for the player to initiate these spells. During a battle, "spirit energy" is regenerated gradually, and when you are controlling the mamodo this regeneration is accelerated. When controlling the partner, this regeneration will be somewhat accelerated when you stop moving.

BASIC GAME CONTROLS

Unleashing Spells (□ button)

When you press the □ button, the mamodo will unleash its spells. The level of the spell will change according to how long the button is pressed. When you press and hold the button, a spell gauge will be displayed on the screen, and the star mark on the gauge will build up. Release the button when you want to, and the point where the mark is filled up is the spell level that will be unleashed (If there are 3 star marks built up then the spell level will be level 3).

Unleashing Level 2 Spells (Defensive) (△ button)

When you press the △ button, the mamodo will unleash the level 2 spell (Defensive Type) it possesses.

**It is also possible to unleash level 2 spells using the □ button.*

Direct Attacks (○ button)

When you press the ○ button, you can unleash a direct attack. When playing as a partner, there is the "Book Smack" (A movement in which the opponent partner's spell book gets smacked away), and when playing as a mamodo, you can perform the basic direct attack at both the opposing mamodo and partner.

**With a mamodo's attack, it is possible to cause damage to the opponent partner and mamodo, but when playing as a partner it is not possible to cause damage to the opponent mamodo with the "Book Smack."*

Jump (✕ button)

Use the ✕ button to make the character jump. Also, if you jump when your spell gauge is filling up, this will cancel the spell.

DIFFERENCES BETWEEN PLAYING PARTNER AND MAMODO

The following are distinct characteristics for playing as a partner or as a mamodo. Use these characteristics well to achieve victory in battle.

Partner Characteristics	Mamodo Characteristics
Mamodo will follow the partner.	The partner does not move from the spot where the player switched into the mamodo.
Spirit energy gauge regeneration is slow (Regenerates somewhat faster when character stands still).	Spirit energy gauge regeneration is swift.
Attack power of spells is higher than when playing as a mamodo.	Attack power of spells is lower than that of the partner.
Faces towards enemy mamodo when firing off spells.	If the partner sustains an attack, the spell book will be dropped 100% of the time (for "Normal" and "Hard" level of difficulty only).
Depending on the mamodo's parameters, the mamodo will guard against attacks, make the same movements as the partner, and so on.	Possible to fire off spells in any direction the player likes.
	When initiating spells, it takes some time until initiation because the partner is being called up.

Dash (R1 button)

When you press the R1 button, the character will dash instantly. The player is invincible while dashing.

Partner Change (R2 button)

Using the R2 button, the player can switch back and forth between the partner and the mamodo.

TARGET MARKER / CAMERA

Target Marker Display (L1 button)

While pressing the L1 button, a Target Marker will be displayed on your opponent's mamodo. If you move the left analog stick left and right while this Target Marker is being displayed, you can change the target.

Rotate Camera (right analog stick)

If you use the right analog stick you can freely operate the Camera View.

If you stop moving the right analog stick, the camera will revert to normal Camera View.

Camera View Change (R3 button)

When you press the R3 button, it is possible to change the camera perspective (1 is automatic view, 2 is fixed low-angle, and 3 is fixed high-angle). When using (2), the "fixed low-angle" and (3), the "fixed high-angle" perspectives, it is possible to switch the AUTO function ON/OFF with the L2 button.

(AUTO function: This is the function that automatically locks on to the enemy and shows the book that the player drops on screen).

STRONGEST SPELLS

If you manage to fulfill a certain number of conditions in battle, an "S" mark will flash next to your spirit energy gauge. While this "S" mark is flashing, you will be able to initiate your Strongest Spell.

STRONGEST SPELL INITIATION ORDER

1.Charge Spell Gauge up to 6

Press and hold the □ button while the "S" mark is flashing, charge the spell gauge up to level 6, and release the □ button.

2.Input Strongest Spell Commands

If you manage to succeed with the actions in (1), the Strongest Spell Command will be displayed. These must be input in order from left to right within a certain period of time. In the event that you do not input the buttons within a certain period of time you will be returned to the normal battle screen and the "S" mark will disappear.

3.Strength Detection

If you manage to input a Strongest Spell Command, Strength Detection will be executed. Press the buttons that are displayed one after the other at the left side of the screen to raise your attack power.

***Your opponent will also attempt to raise their defensive power.**

4.Initializing

When Strength Detection is finished, Strongest Spell will initiate and the enemy will sustain damage. The amount of damage goes up or down depending on the results of Strength Detection.

***If you drop the spell book while the "S" mark is flashing, this "S" mark will disappear.**

***When you enter the Command Input Screen, you will no longer be able to initiate movements other than Command Input.**

THE PAUSE MENU

If you press the START button in mid-battle, the game will be paused and the Pause Menu will be displayed on the screen. Use the left analog stick or directional buttons to move up or down to highlight an item and press the ⓧ button to confirm your selection. The following items are in the Pause Menu:

***The items that are displayed vary depending on the mode being played.**

Continue game: Resume the game from the pause point.

Back to start of battle: Returns player to the beginning of the battle.

Quit game: Ends battle and returns player to the Mode Select Screen.

Play again: Return to the beginning of the battle and battle once again with your opponent.

Change Character: Ends battle and returns player to the Character Select Screen. This is also "Quit game" in Vs. Mode.

ABOUT DESTRUCTIBLE ITEMS

Throughout the stages, there are objects that will be destroyed when they are hit with spells. When aiming at these objects, match the Target Marker up with the object and initiate the spell. There are cases in which the player can sustain damage from debris as well as cases in which items may appear.

***For the "Easy" level of difficulty, the Target Marker will lock on to the opponent mamodo and partner only.**

ABOUT THE SPELL BOOK

If the spell book is dropped the player will no longer be able to initiate spells. At times like these, have the partner pick up the book. Also, it is possible to kick your opponent's book, so use this as one of your strategies.

***It is not possible to pick books up as a mamodo.**

***The spell book does not get dropped when playing in the "Easy" level of difficulty.**

STORY MODE

Play as Kiyo and Zatch, and proceed through the game playing back visual scenes and battles. In this mode there are 4 additional types of modes that you can play.

Main Story

Play as Kiyo and Zatch in proceeding through the story. When you select the Main Story and press the ⓧ button, three levels of difficulty will be shown on the screen (Easy, Normal, and Hard). Select your preferred level of difficulty and press the ⓧ button to confirm your selection. There are clear conditions for each stage, and if these are fulfilled then the stage will be cleared.

**After the Mamodo Point Distribution Screen the game will be saved. If the game is stopped mid-way, it is possible to begin from where the game was last saved.*

Zatch's Diary

This is a mode in which you play as Zatch to clear mini games. If you select this game and press the ⓧ button a visual scene will be shown. After that, a Rules Screen will be displayed before the mini game starts, at that point press the ⓧ button to begin the game. Just like in the Main Story there are clear conditions for this game.

Stage Select

Here it is possible for you to freely play the stages cleared in the Main Story. When you select this mode the Stage Select Screen will be displayed, so select your preferred stage and level of difficulty. When you press the ⓧ button that stage will begin.

** Scroll through the Stage Select Screen by pressing the L1 and R1 buttons.*

Starting from a Continue

It is possible for you to resume playing from a previously saved point in the Main Story.

About Game Over/Continue

In the event that the clear conditions for the Main Story are not fulfilled, the game will be over. When the game ends, the "Back to start of battle" and "Quit game" options that are on the Pause Menu (Page 13) will appear. If you select "Back to start of battle," you can play from the beginning of the level. If you select "Quit game," you will be returned to the Mode Select Screen. Also, in the event that you do not fulfill the clear conditions in "Zatch's Diary," this will result in a Time Over. If the time is up, then the "Play again" and "Quit game" options will be displayed.

VS. MODE

In this mode, select one of your favorite characters. For single player, battle with CPU, if you are on 2 player, battle with another player. There are 2 types of modes that you can play.

1 Player

When you select "1 Player," the Character Training Data load screen will be shown and a message asking if you want to load the game data will appear. If you press the ⓧ button and decide whether or not to load the data, the Character Select Screen will be displayed. Select a character for the player and CPU, and then battle stage will be shown at the bottom of the screen. Select favorite stage and press the ⓧ button to begin the game. If you would like to use a character that you leveled up in the past, select the character in the character training data from the window on the lower left corner of the Character Select Screen. If you defeat the opponent, you will receive Mamodo Points depending on the battle results. (ref. Page 14 "About Battle Result and Parameter")

The game will not proceed to the Character Training Data load screen without a memory card (8MB)(for PlayStation®2).

2 Player

When you select "2 Player," the Character Training Data load screen will be shown and a message asking if you want to load the game data will appear. If you press the ⓧ button and decide whether or not to load the data, the Character Select Screen will be displayed. Select a character for each player, and then battle stage will be shown at the bottom of the screen. Select favorite stage and press the ⓧ button to begin the game. If you select "2 player," the game screen will be split up into 2 screens. If you are unable to finish the battle before time runs out, the player who has more health on the health gauge will win. If both players have the same amount of health, the battle will end in a draw.

The game will not proceed to the Character Training Data load screen without a memory card (8MB)(for PlayStation®2).

Select Character Training Data

On Vs. Mode, you can use a leveled up character on both 1 Player and 2 Player modes. If you want to select the character that you leveled up, move the cursor to the lower left window on the Character Select Screen, and select the leveled up character. It is the saved data with the highlighted star mark.

About Game Over/Continue

The battle will be over if your health gauge reaches zero or your health gauge is lower than your opponent's when time runs out.
When the battle is over,

"Play again" or "Quit game" will be displayed from the Pause menu (Page 11).
Select "Play again" ⟶ You will battle the same enemy.
Select "Quit game" ⟶ "Divide Mamodo Points" (Page 14) ⟶ Character Select Screen

ABOUT BATTLE RESULT AND PARAMETER

If you win a battle in "Main Story" or "Vs. Mode," you can get Mamodo Points depending on your battle result. On "Main Story," you can level up Zatch and divide Mamodo Points to the selected parameter after the battle. On "Vs. Mode" (1 Player), you can level up mamodo and divide Mamodo Points to the selected parameter when you select "Quit game."

The parameters are divided in the following 7 types:

Spell Strength: power up striking ability to deal more damage to the opponent.
Strongest Spell: power up strongest spell to deal more damage to the opponent.
Body Strength: strengthen mamodo's body for reducing damage.
Speed: makes mamodo and partner dash and jump together.
Defense Spirit: mamodo protects against spells.
Fighting Spirit: possibility of direct attack will be higher with partner's spell.
Luck: higher possibility for critical hit and more...

ABOUT ARCADE MODE

In this mode, select one of your favorite characters and keep fighting with opposition.

Start Arcade Mode

If you select Arcade Mode, the Character Select Screen will be displayed. Select one of your favorite characters and press the ⊗ button.

About Victory or Defeat

To win in this mode, you have to make your opponent's health gauge reach zero. You can continue to battle if you defeat the enemy at each stage however you can't save the data. If the health gauge of your character reaches zero or time runs out, you must return to the Character Select Screen.
If you clear the Final Stage, the ending footage and battle result will be displayed.

4P BATTLE

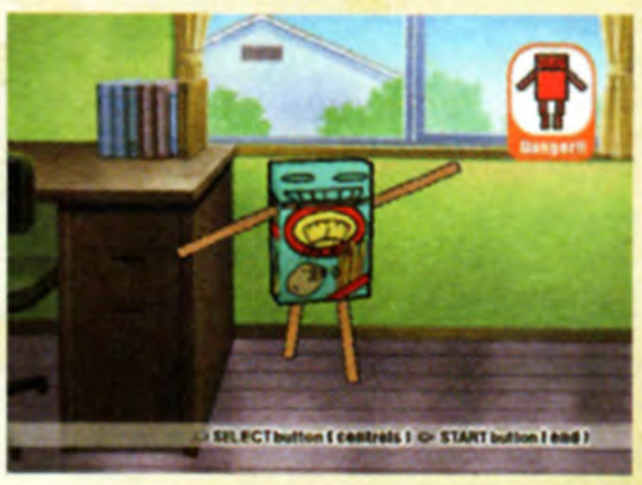
In this mode, 1 to 4 players can battle together. If you select the 4P Battle, 2 types of games, “Burn the spell book!” and “Yellowtail snatch!” will be displayed. Select your favorite game and press the Ⓧ button, then the Number of Battle Players Select Screen will be displayed. Select the number of players and advance to the Character Select Screen, the Game Screen will be displayed when you have selected 4 characters. When the Game Screen is displayed, the Item Select screen will be shown. Select the item with the left analog stick and press the START button to begin.

4P Battle!
1 Controller - 1 Players
1 Controller - 2 Players
2 Controller - 2 Players
2 Controller - 3 Players
2 Controller - 4 Players
3 Controller - 3 Players
4 Controller - 4 Players

ABOUT MINI GAMES

You can choose 7 types of mini games. If you select your favorite mini game and press the Ⓧ button, an explanation of the rules will be displayed. If you press the Ⓧ button on this screen, the game will begin.

Let's Play with Volcan!
Rules
Move Volcan 300 freely and play.
He will be unable to play if one of his parts breaks.
Back to select screen with △ button.



GALLERY

Gallery Mode has 4 different types of galleries.

Model Gallery

You can view graphics of game characters on this menu. Select your favorite character and press the ⊗ button. If you fulfill certain conditions, you will increase the number of characters that you can view.

Stage Gallery

You can view stages that are used in battle. Select your favorite stage and press the ⊗ button. You can move Suzy to freely explore the stages.

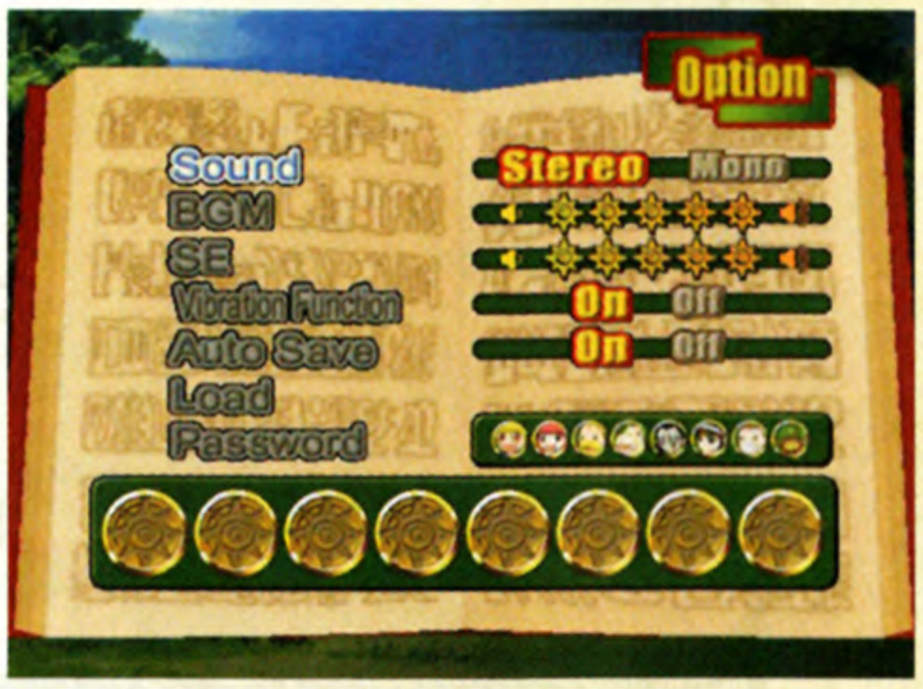
Visual Gallery

You can view footage from the game. Select your favorite footage and press the ⊗ button.

Sound Gallery

You can listen to music from the game. Select your favorite music and press the ⊗ button.

OPTION / PASSWORD



Option/Password

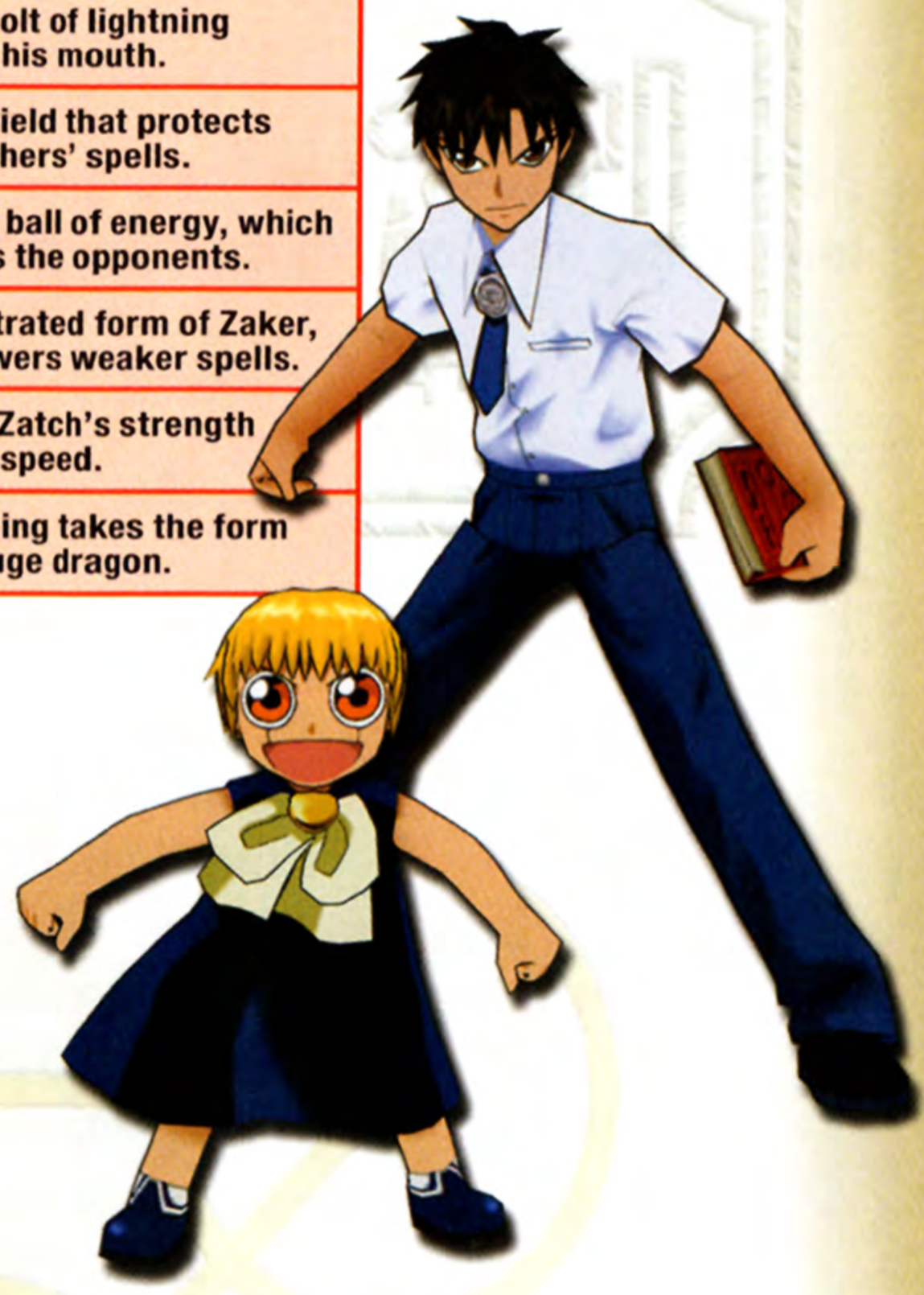
Adjust various settings, load game data or enter passwords.

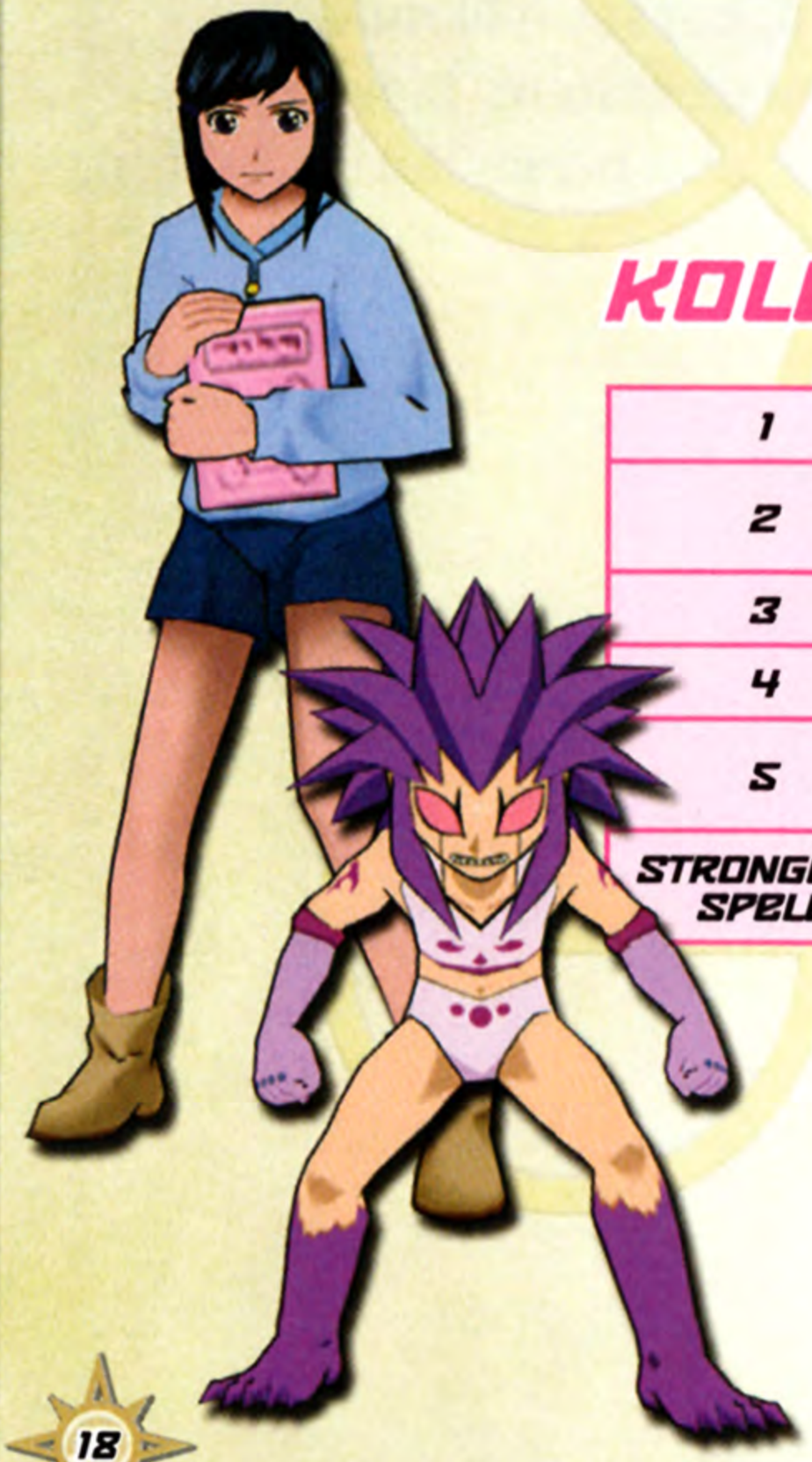
Sound	Sound setting, Stereo/Mono
BGM	Sound volume for BGM, adjust 1 – 5
SE	Sound volume for Sound Effect, adjust 1 – 5
Vibration Function	Change vibration function on/off
Auto Save	Turn auto save on/off
Load	Load game data
Password	If you select Password, cursor will move to character visual on the next item. Move the cursor to the character and press the ⊗ button.

INTRODUCTION OF CHARACTERS & SPELLS

ZATCH & KIYO

1	Zaker	Sends a bolt of lightning from his mouth.
2	Rashield (Defensive spell)	Creates a shield that protects from others' spells.
3	Jikerdor	Sends a floating ball of energy, which magnetizes the opponents.
4	Zakeruga	A more concentrated form of Zaker, which overpowers weaker spells.
5	Rauzaruk	Reinforces Zatch's strength & speed.
STRONGEST SPELL	Bao Zakeruga	Zatch's lightning takes the form of a huge dragon.



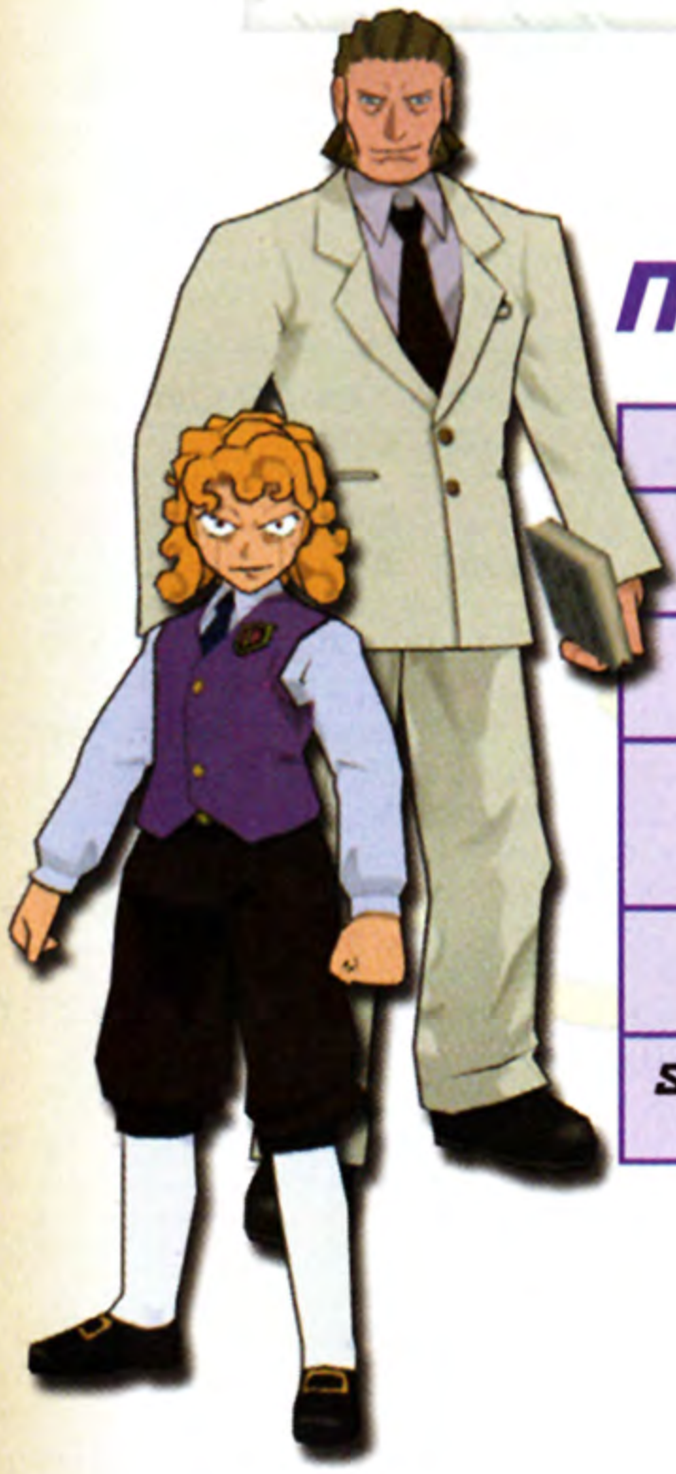


KOLULU & LORI

1	Zeruk	Claws suddenly extend for attack.
2	Zerurudo (Defensive spell)	Assumes Defense Status while making strange noises.
3	Zerusen	Sends arms flying toward opponent.
4	Zerarusen	Sends multiple claws flying.
5	Geo La Zerudo	Attacks and Defends by sending claws flying out of the ground.
STRONGEST SPELL	Raja Zerusen	Summons a massive arm and attacks.

FEIN & SEBÉ

1	Wigar	This spell creates a powerful blast of air.
2	Wieshir (Defensive spell)	A barrier created from wind, which blocks an opponent's attack.
3	Yuruk	Teleports Fein close to the opponent.
4	Oru Wigar	Sends a slithering pink blast.
5	Gar Yuruk	Fein's spin attack, which propels him forward.
STRONGEST SPELL	Gigano Wigaruga	A huge tornado is summoned through this spell.



MARUSS & REMBRANT

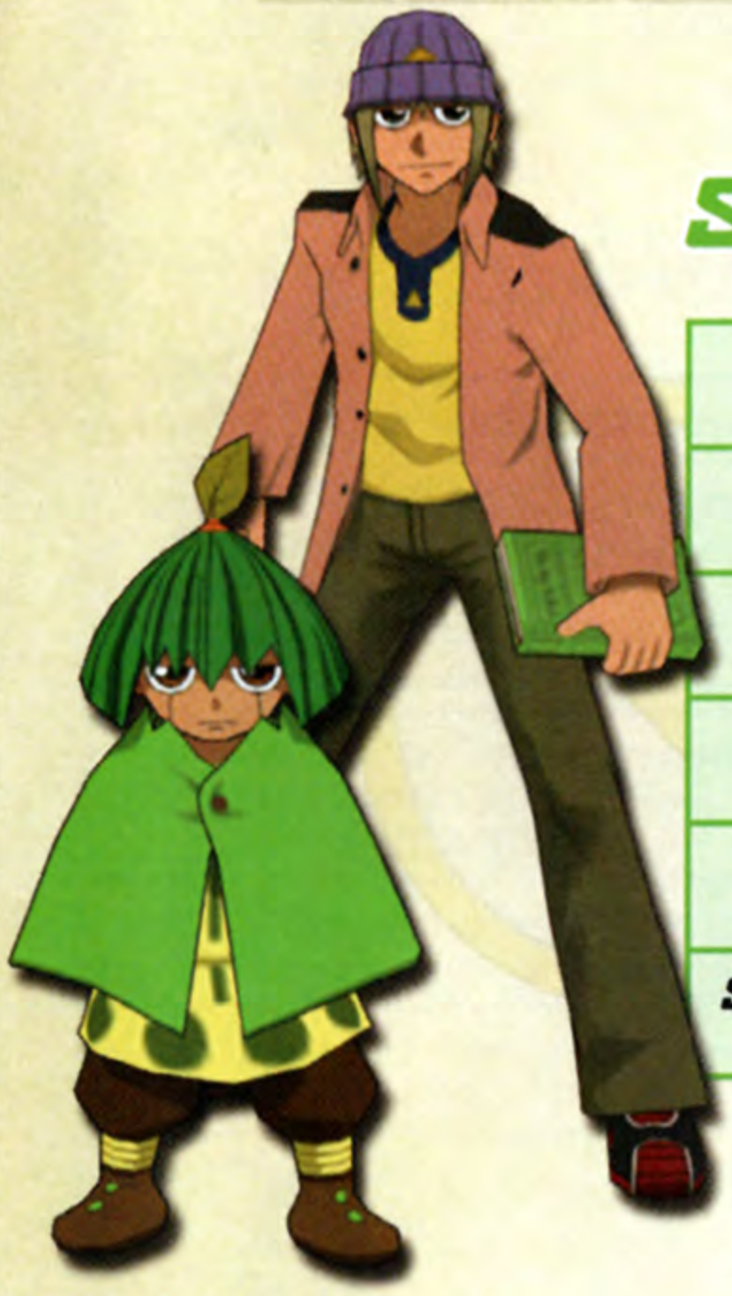
1	Garon	Fires metal bars covered in spikes.
2	Gashield (Defensive spell)	Spell creates spiked iron poles that surround Maruss and block attacks.
3	Ganzu Garon	Maruss shoots many spike-covered balls from his hands.
4	Ei Garon	A single spiked ball attached to a chain that shoots from under ground.
5	Darai Garon	An enormous iron sphere covered in spikes attacks the opponents.
STRONGEST SPELL	Gigano Garanzu	This spell summons a huge rotating metal drill.

ESHROS & SHIN

1	Grandsen	Eshros creates cannons from the earth that shoot boulders.
2	Clayshield (Defensive spell)	This spell creates a shield made of earth.
3	Claydo	Traps the opponent in a stretchy, mud-like substance.
4	Groundgarudo	Spikes made of earth shoot from below.
5	Groundcrag	Eshros shatters the ground around him into chunks of earth.
STRONGEST SPELL	Groundbai	Summons a giant snake composed of earthen boulders.

REYCOM & HOSOKAWA

1	Gikor	Shoots large shards of ice toward opponent.
2	Gishield (Defensive spell)	Creates a wall of ice that protects from opponent's spells.
3	Freezudo	Ice shoots from Reycom's mouth to immobilize the opponent.
4	Gikor Garugo	Giant icicles erupt from beneath the ground.
5	Ganzu Gikor	A barrage of ice shards are fired from Reycom's mouth.
STRONGEST SPELL	Lagikor Fang	A great wolf composed of ice is summoned to attack.



SUGINO & HARU

1	Jugaro	Three seeds are fired from plants toward the opponent.
2	Barjuron (Defensive spell)	A tree soldier is summoned to protect Sugino.
3	Juron	A root bursts from the ground, lashing the opponent.
4	Ganzu Jugaro	Numerous seed are fired in rapid succession from a huge plant.
5	Dio Jugaro	Massive plant discharges poison at the opponent.
STRONGEST SPELL	Raja Jugaro	Creates a giant plant that spits boulders at the opponent.

ROBNOS & RUKU

1	Birai	Sparks of energy are discharged toward the enemy.
2	Bireiorudo (Defensive spell)	Two rings of light that shield Robnos from opponents' spells.
3	Biraitsu	This is Robnos' laser attack.
4	Gigano Bireido	A powered-up laser beam attack.
5	Ganzu Biraitsu	Robnos enables to fire many laser shots.
STRONGEST SPELL	Daibara Biranga	An enormous being composed of light is summoned.

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